

WARHAMMER 40,000



FORLORN HOPE



FORLORN HOPE

A GAME OF RUTHLESS SURVIVAL IN THE
GRIM DARKNESS OF THE FAR FUTURE

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VERSION 1.3

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Images: Anna Ignatieva (page 24), Dmitry Desyatov (Cover), Capcom (page 23), Games Workshop (Backgrounds, pages 2, 5, 19-20, 29-31, 33), Hardy Fowler (page 12), Karakter Design Studio (page 28), Piya Wannachaiwong (page 35), Ozu3113 (page 17), Qiao An (page 3), Saad Irfan (page 27), SCP Foundation (page 18), Sergey Nagornov (page 37), Tom Parrish (page 39), Tripwire Interactive (pages 21-22), Wizards of the Coast (page 4), Valve Software (pages 25-26), Unknown (pages 10, 14)

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INTRODUCTION

At the close of the 41st Millenium, a new and terrifying foe assaults the Imperium. It is not one which can be stopped with bolter and chainsword, nor does it have any purpose other than bringing disease and undeath. It has many names; the Weeping, Mutterflux, the Walking Pox, but the men and women of the Imperium know it as the **Zombie Plague**.

The Zombie Plague is one of the many foul contagions spread by the followers of Nurgle. It is a combination of a Chaos infection and a physical malaise. The plague degenerates those it infects, although a portion of the victim's life essence is retained by the body even after physical death has occurred. The disease is a spiritual contagion as much as physical one - afflicting those lacking in utter faith. Plague zombies act like archetypal zombies - mindless, shambling and cannibalistic; they are hard to kill and generally require a traumatic blow to the head to kill them. It has been observed that some psykers and arch-

heretics appear to be able to control the actions of the zombie hordes.

In **Forlorn Hope**, players take on the role of a rag-tag team of fighters, the last survivors on a world overwhelmed by the Zombie Plague. Fighting both hordes of zombies as well as each other, the players must make their way across the blighted landscape to the relative safety of a functioning transport. However, before they can board, they must face the master of the undead hordes and vanquish him, lest they are forced to join his macabre ranks.





'...was forced to execute Private Vickers...cowardice....attracted them...clawing at the door... one round left...'

- Final vox transmission detected from Procyon Urbem

SURVIVING THE APOCALYPSE

OVERVIEW

Before you get started, it's important to note that Forlorn Hope is not intended to be a rigorous, highly competitive game, but a more casual experience for people who want relax and have fun killing zombies. It's probably not balanced, and will likely fall apart if played with a competitive mindset.

Forlorn Hope uses the standard Warhammer 40,000 rules, with the following changes:

OBJECTIVE

Each player has one unit, known as a Survival Team. The unit needs to get across the battlefield and embark on an escape vehicle. The first player to accomplish this with at least one model wins.

BUILDING YOUR SURVIVAL TEAM

To play Forlorn Hope, players must first create a Survival Team, a unit representing their survivors. A Survival Team is created using the rules found in the codices and can include any model from any codex, so long as they all have at least one Faction Keyword in common. Each player has 75 points with which to create their Survival Team.

There are no minimum or maximum limits on the unit size of a Survival Team, though there are other restrictions, as described below:

- A Survival Team may only be composed of **INFANTRY** and **BEAST** models, though there must be at least one **INFANTRY** model in the unit. Survival Teams may not include any models with the **FLY**, **JUMP PACK**, or **JET PACK** keywords or any model with a Movement characteristic greater than 8".
- A Survival Team can only include one "sergeant" model (e.g. sergeants, exarchs, champions, etc), paying the required cost to do so (if any). That model can take whatever upgrades are available to it as per its datasheet.

- Up to two other models in the Survival Team can spend points on different weapons than what they're equipped with by default, according to the rules and points cost of their datasheet. Every other model in the unit can only be equipped with their default weapons or weapons on their datasheet that cost an equivalent or lesser amount of points.
- Models in a Survival Team may not take any Relics.
- Note that a Survival Team can only move as fast as its slowest model, so select your models wisely!

Once the player has chosen the models for their Survival Team, all of them are put together into the same unit, which is how they'll remain for the duration of the game. Even though they're all in the same unit, every model in a Survival Team retains their individual abilities and keywords. The abilities possessed by one model in the unit do not apply to the rest unless explicitly stated (e.g. aura abilities).

SURVIVAL ABILITIES

After creating a Survival Team, players can assign one of the following abilities to a single model in the unit.

Cautious Advance: So long as this model is alive, if their unit moves less than half its Movement characteristic in the Movement phase, each model in the unit can shoot their weapons twice in the following Shooting phase (each weapon must target the same unit both times).

Into the Jaws of Hell!: So long as this model is alive, their unit automatically passes Morale tests.

Lightning Reflexes: This model always fights first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place. Regardless, this model always fights before **ZOMBIE** units, even if they charged this turn.

Feel No Pain: Each time the model loses a wound, roll a die; on a 5+, the model does not lose that wound.

Rampage: Roll a D6 after completing the first set of attacks for this model in each Fight phase. On roll of 4+, the model can immediately pile in and attack for a second time.

Counter Attack: So long as this model is alive, their unit can always fire Overwatch.

Zombie-bane: This model can re-roll wound rolls made against **ZOMBIE** units.

Zombie Hunters: So long as this model is alive, their unit can re-roll hit rolls made against **ZOMBIE** units.

SET UP

There are no strict rules for setting up the battlefield, but players are encouraged to create an atmospheric and thematic setting for their adventure. Regardless of how the table is set up, the battlefield should be at least 48" long. A **TRANSPORT** of some sort should be placed at the edge of the table in the middle of one side. For the purposes of the game, this transport has no Faction Keywords other than **UNALIGNED** and has an infinite transport capacity. This model is called the Escape Vehicle and cannot be targeted or damaged in any way. The first player to board the Escape Vehicle wins the game.

The players then roll off to determine deployment order, setting up their Survival Teams at least 48" away from the Escape Vehicle, and no closer than 6" to each other. Units cannot use any ability that would allow them to deploy within 48" of the Escape Vehicle or to move closer to it before the game begins, such as Vanguard, Teleport Strike, Concealed Positions, or Cult Ambush.

The players then deploy two units of Zombies for each player, deployed randomly across the table. One **ZOMBIE LORD** must be selected by the players from the profiles in the Children of the Plague section, and is deployed within 6" of the Escape Vehicle. The Escape Vehicle cannot be boarded by any Survival Team until the Zombie Lord is destroyed. Suggestions for how to pick a Zombie Lord for a game can be found in the Children of the Plague section.

PLAYING THE GAME

At the start of every round, each of the players roll a D6, adding the lowest Movement characteristic in their Survival Team. The player with the highest result has the first turn,

then the player with the second-highest result, and so on. Zombies always go last. Players which tie must roll off to determine which of them moves first.

If a player's Survival Team was destroyed on the previous turn, they are re-deployed at the beginning of their player's turn. A returning Survival Team can deploy anywhere on the table that is at least 9" further away from the Escape Vehicle than the player whose unit is currently the furthest from it, and more than 1" away from any **ZOMBIE** units. After re-deploying, roll once on the Scavenged Equipment table and apply the result to the unit.

Survival Teams may not attack each other unless they are within 18" of the Escape Vehicle or have previously been attacked by another Survival Team.

THE ZOMBIE TURN

Before the Movement Phase of the Zombie's turn, any units of Zombies that have been completely destroyed are redeployed to the battlefield. A randomly selected player rolls a D6 for each redeploying Zombie unit, and deploys them as follows:

D6	Redeployment Location
1	Within 6" of the player starting edge
2	Within 6" of the edge to the left of the player starting edge
3	Within 6" of the edge to the right of the player starting edge
4	Within 6" of the Escape Vehicle edge
5	Within 6" of the center of the battlefield.
6	The player who is furthest away from the Escape Vehicle can place them anywhere on the table that is at least 9" away from any Survival Team.

When Zombies deploy on a table edge, place them as close as possible to the nearest Survival Team that isn't within 1" of any Zombies. Additionally, Zombies can never deploy within 9" of a Survival Team. During their turn, each unit of Zombies will move towards and attack the nearest Survival Team. If a Survival Team is completely surrounded by Zombies, move the unit towards the next-nearest Survival Team instead. The profile for Zombies can be found in the Children of the Plague section.

THE ZOMBIE LORD

Unlike Zombies, which are mindless creatures, the Zombie Lord is a cunning and dangerous adversary. Whereas Zombies are controlled through dice rolls, the Zombie Lord is controlled by whichever player is currently the furthest from the Escape Vehicle. The Zombie Lord remains dormant and cannot be played or attacked until one or more Survival Teams move within 12" of it, or move into range of its weapons, whichever comes first. As long as there is at least one Survival Team in this radius, the player whose Survival Team is currently furthest from the Escape Vehicle can control the Zombie Lord during the Zombie turn and attempt to destroy the other Survival Teams.

SCAVENGED EQUIPMENT

Whenever a Survival Team destroys a unit of Zombies, roll 2D6 and consult the following table. If a player's Survival Team dies, they lose any Scavenged Equipment that was in their possession. If a player's Survival Team is currently the one furthest from the Escape Vehicle, they can roll twice and choose which result they want to keep. Alternatively, instead of rolling, they may instead elect to move the player who is closest to the Escape Vehicle 4" back (including any zombies that are currently within 1" of them). A Survival Team can only carry one of each Scavenged Equipment at a time; if you roll a result that your unit already has, re-roll the result. Unless mentioned otherwise, all Scavenged Equipment upgrades are permanent until the bearer is slain.

2D6	Scavenged Equipment
2	Zombie Bile: Your unit is treated as the only target for the next Zombie Movement Phase. If two or more players have this then the zombies will move to whichever is closer of those players. If another player is in the way of the zombie movement, the zombies will charge that unfortunate unit as they just happened to be in the wrong place at the wrong time.
3	Machine Unguent Spill: In your next Movement phase, subtract 3" from your unit's Movement.
4	Weapon Modification: Select a model in your unit and add 1 to its Attacks characteristic or increase the number of shots fired by one of its weapons by 1. This effect lasts until the model dies.
5	Ash-pattern Chainsword: One model in your unit can be equipped with an Ash-pattern Chainsword. The profile for this weapon can be found on page 39.
6	Medipack: Allows the Survival Team to automatically ignore a single unsaved wound of your choosing.
7	Ash-pattern Shotgun: One model in your unit can be equipped with an Ash-pattern Shotgun. The profile for this weapon can be found on page 39.
8	Combat Drugs: The controlling player can activate the drugs at the beginning of their Movement phase, increasing the unit's Movement Characteristic by 1 and adding 1 to all Advance rolls, Charge rolls, and Consolidation moves made by the unit. Additionally, your unit always fights first in the Fight phase regardless of any other abilities or modifiers the enemy may have. If the enemy unit is also affected by Combat Drugs, then alternate choosing units to fight with, starting with the player whose turn is taking place. These effects last until the beginning of the player's next turn.
9	Survivor Records: Select a model in your Survival team and give them a Survival Ability as described on page 6. This cannot be used to give a single model two Survival Abilities.
10	Resuscitation Kit: Allows the Survival Team to automatically ignore a single unsaved wound of your choosing, or may be used to return a single slain model to the unit with 1 wound remaining.
11	Corpse-flesh Disguise: In the next Zombie Movement Phase, zombies will ignore your Survival Team for the purpose of determining the closest target.
12	Relic of Saint Romero: The unit can re-roll all dice rolls they make until the start of your next turn.

MUTATORS

This section covers a variety of changes you can choose to make to the standard rules (known as Mutators) to change up the game, making it easier, more difficult, or something else entirely. These can make for an unpredictable experience, and players are advised to use caution when playing with these rules.

Cooperative Mode

In Cooperative Mode, all of the players are working together to achieve victory instead of competing for it. When playing in this mode, use the standard rules with the following changes:

- Players may not attack each other.
- If you roll a 6 when rolling to redeploy a unit of Zombies, the Zombies deploy 9" in front of the Survival Team that is closest to the escape vehicle.
- The player who's furthest from the Escape Vehicle may not roll twice and pick on the Scavenged Equipment table.
- Any players who die within 12" of the Escape Vehicle may not redeploy on the next turn; they're dead for good.
- Once any Survival Team moves within 18" of the Escape Vehicle, all redeploying Zombies automatically deploy on the Escape Vehicle edge.
- Instead of being controlled by the player furthest away from the Escape Vehicle, the Zombie Lord will automatically move towards, manifest psychic powers at, shoot at, and charge the nearest Survival Team once they either enter it's weapons range or within 12" of it. When determining which Survival Team to attack, the Zombie Lord will always prioritize whichever one is closest to the Escape Vehicle.
- Any models that are embarked on the Escape Vehicle can shoot in their Shooting phase, measuring and drawing line of sight from any point on the vehicle.
- The game doesn't end until every Survival Team is dead or embarked on the Escape Vehicle.

When playing with these rules, use the following table to determine which Zombie Lord the players should use. The profiles for these units can be found in the Children of the Plague section.

Number of Players	Zombie Lord
2	Typhus
3	Horticultural Slimux
4	Rotigus
5	Ku'gath the Plaguefather
6+	Mortarion

Dead Men Walking

Zombies lose the Curse of the Walking Dead ability. Every time a model in a player's Survival Team is slain by a unit of Zombies in close combat, instead of being removed from play, that model immediately joins the unit of Zombies assaulting the Survival Team with 1 wound remaining. It retains all abilities and wargear it had and gains the Disgustingly Resilient ability (see page 13) and the **ZOMBIE** keyword, but loses any Scavenged Equipment it may have possessed.

Death Korps Zombies

Zombies start with Toughness 2, and their Disgustingly Resilient ability activates on a roll of 6+ instead of 5+. However, every time a unit of Zombies redeploy, they add 1 to their Toughness and Disgustingly Resilient rolls, to a maximum of Toughness 6 and ignoring wounds with their Disgustingly Resilient rolls on a 3+.

The Director

Instead of following the usual rules for deploying and moving Zombies and the Zombie Lord, one player (known as the Director) controls the undead hordes. The Director rolls for which part of the map destroyed units of Zombies redeploy on as described on page 7. However, rather than deploying them near the closest Survival Team, the Director may place the Zombies wherever they wish within the area rolled, so long as they are at least 9" away from the nearest Survival Team.

The Director begins the game with 2 Power Rating in their Reserves Pool. Each time a unit of Zombies is destroyed, the Director adds their Power Rating to this pool, which can be spent to deploy new units of Zombies at the start of their turn. In addition to the standard Zombies unit, the Director can also spend this Power Rating to deploy Zombie Canines, Zombie Avians, and Zombie Ogryns, whose profiles can be found in the Children of the Plague section.

Every Man For Himself

If at the start of a Player's Turn, there are no **ZOMBIE** units within Engagement range of their Survival Team, and another player's Survival Team is within 9", they must roll a D6. On a 4+, their unit cannot perform any actions in the Movement, Pyschic, Shooting, or Charge phases (they're too busy watching for betrayal).

Four Weeks Later

Zombies lose the Disgustingly Resilient ability, but add D6" to their Movement characteristic and Consolidate moves, and add 1 to their Strength and Attacks characteristics.

Killing Floor

Survival Teams can only start with their default weapons and players only have 50 points to spend on their Survival Team instead of 75. Every time a player destroys a Zombie model, they get 1 point. These points may be spent at the beginning of the player's Movement phase to purchase weapons and wargear from the Points Values section for their faction in the relevant Codex or Index at the end of each of their turns. Weapons bought in this manner may be sold to regain half of the points spent (round up). Note that models are still limited to the items they can take as per their datasheet (e.g. a Battle Sister can replace their boltgun with 1 weapon from the *Special Weapons* list or 1 weapon from the *Heavy Weapons* list, not any other weapons).

Survival of the Fittest

Survival Teams do not select a Survival Ability when they are created and may never gain Scavenged Equipment. Additionally, do not redeploy Survival Teams that are destroyed, once they're dead, they're dead for good!



Battlezone: Mortui Ambulantes

This mutator simulates the ever-shifting conditions of a battlefield caught in the throes of a full-scale undead apocalypse. Be warned, these rules make the game considerably more difficult and are not for the faint of heart! At the beginning of each round, roll a D6 and add the round number, consulting the table below to see what calamitous events happen.

D6+Round	Result
2-3	Howls on the Wind: Although the battlefield is calm at the moment, you hear the strange, guttural calls in the distance. Look to your wargear and steel your nerves; they are coming.
4	Feverish Disease: All players with a Survival Team on the battlefield roll a die and compare the result to the lowest Toughness characteristic in their Survival Team. If you roll higher than this characteristic, subtract 1 from the Movement, Strength, and Toughness characteristics (to a minimum of 1) for all models in the Survival Team. This effect lasts until the beginning of the next round. If the Survival Team has the Medikit or Resuscitation Kit Scavenged Equipment, they can expend it to ignore this effect.
5	Dead Men Walking: The wind carries carnivorous flies and carrion to the field, which begin eagerly eating the living, convinced that they are dead. Roll a die for every Survival Team on the battlefield. On a 4+ that Survival Team suffers 1 mortal wound.
6	The Restless Dead: All ZOMBIE units add D6" to their Movement until the beginning of the next round.
7-9	The Horde: Attracted by the sounds of violence, a new unit of Zombies enters the battlefield, deploy them with the Redeployment Location table on page 7.
10	Cancerous Disease: All players with a Survival Team on the battlefield roll a die and compare the result to the lowest Toughness characteristic in their Survival Team. If you roll higher than this characteristic, roll a D3 and subtract the result from the Movement, Strength, and Toughness characteristics (to a minimum of 1) for all models in the Survival Team. This effect lasts until the unit is destroyed. If the Survival Team has the Medikit or Resuscitation Kit Scavenged Equipment, they can expend it to ignore this effect.
11	The Plague Doctor: Drawn to fresh subjects in need of its 'cure', Chirurgeon 049 enters the battlefield. Deploy Chirurgeon 049 within 3" of a randomly selected unit of Zombies, making sure there is at least one unit of Zombies between him and the nearest Survival Team. Chirurgeon 049 follows the normal rules for Zombie movement and behavior as described on page 7, and will attempt to charge Survival Teams that are within 6". If Chirurgeon 049 is already on the battlefield, re-roll this result.
12	Hemorrhagic Disease: All players with a Survival Team on the battlefield roll a die and compare the result to the lowest Toughness characteristic in their Survival Team. If you roll higher than this characteristic, roll a D6 and subtract the result from the Movement, Strength, and Toughness characteristics (to a minimum of 1) for all models in the Survival Team. This effect lasts until the unit is destroyed. If the Survival Team has the Medikit or Resuscitation Kit Scavenged Equipment, they can expend it to ignore this effect.
13	Horrific Resurrection: Randomly select a player whose Survival Team has been destroyed earlier in the game. A duplicate unit of their Survival Team is deployed on the battlefield using the Redeployment Location table on page 7. This unit is identical to the original in every way, but has the CHAOS , NURGLE , and ZOMBIE keywords and the Distastefully Resilient ability (see page 13). This undead Survival Team follows the normal rules for Zombie movement and behavior as described on page 7, and will attempt to charge Survival Teams that are within 6". If no Survival Teams have been destroyed, re-roll this result.
14+	Dawn of the Dead: Roll twice on this table, using 2D6 rather than 1D6 + the Round number, and apply both results. If you roll the same result twice, roll again until you have two separate results.



'Attention Citizens: Beware the Zombie Plague. All deceased must be burned within six minutes of death to prevent re-animation.'
- Hourly Loud Hailer Broadcast, Cadia, 999.M41

CHILDREN OF THE PLAGUE

This section contains background, datasheets, and suggestions for selecting undead miniatures for your game. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

SELECTING UNITS FOR THE GAME

The units in this section can be broken down into two categories; Zombies and Zombie Lords. Zombies are units with the Troop or Elite battlefield role that serve as the bulk of the horde. For standard games of Forlorn Hope, the only Zombie you'll need is the Zombies unit. Other units, like Zombie Avians, Zombie Canines, Zombie Ogryns, and Chirurgeon 049 are only used in various mutators described on pages 9-11.

Zombie Lords are units with the HQ battlefield role that protect the Escape Vehicle and hinder the player's escape, as described on page 7. There are a large number of possible units for this role, and the players should look them over and select one based on how difficult they want the game to be. For a typical game of Forlorn Hope, a Zombie Lord with a Power Rating of 8-10 is recommended. Players should try to pick a Zombie Lord who will be a good challenge for the capabilities of their Survival Teams, without being too difficult to defeat. For example, a melee-heavy Survival Team would likely struggle to kill the Wight King, but might easily vanquish the Patriarch.

Players are, of course, also welcome to design their own Zombie Lords to face. **NURGLE** units from Codex: Chaos Daemons and Codex: Death Guard are obviously ideal, but players could take any **CHARACTER**, give them the **CHAOS**, **NURGLE**, and **ZOMBIE LORD** keywords, the Disgustingly Resilient Ability, and customize their wargear as they wish. Lords of Contagion and Great Unclean Ones might make for intimidating Zombie Lords, but a zombified Ork Warboss or Tyranid Hive Tyrant could be just as bad, if not worse!

ABILITIES

The following abilities are common to several **ZOMBIE** units.

DISGUSTINGLY RESILIENT

The undead know no pain, save for the unnatural hunger with which they crave living flesh.

Roll a D6 each time a model with this ability loses a wound; on a 5+, that model does not lose the wound.

PLAGUE WEAPON

Revolted toxins and infectious slime weeps from this weapon in a ceaseless stream. Even shallow cuts or glancing blows will leave the enemy's flesh seething with incurable diseases.

You can re-roll wound rolls of 1 for a weapon with this ability.

NO MERCY

There is no escape from this bloodthirsty harbinger of the apocalypse.

A unit with this ability can always fire Overwatch. In addition, it ignores the Look Out, Sir rule when selecting a target in the Shooting phase.

DESIGNER NOTE

Although the units described in this section have Power Ratings, they were designed for use in Forlorn Hope, not Warhammer 40,000. This is why some units detailed in this section, such as Typhus and Horticultural Slimux, have different rules than their Codex variants.



ZOMBIES

Shambling across the battlefield in reeking hordes, zombies are victims of a virulent and deadly infection known as the Zombie Plague, or the Curse of Unbelief among some loyalists. Not only do the afflicted die as the result of the disease but they return as undead, mindlessly devoted to adding their former comrades-in-arms to their number.

Victims of the Zombie Plague find their bodies rapidly deteriorating as their skin comes pallid, their hair falls out, and their muscles weaken. As the disease progresses, the skin becomes covered in sickly greenish scabs and puss-filled buboes, and the internal organs begin to liquify, leading to massive internal hemorrhaging. Their cognitive function deteriorates at a rapid pace, until soon, the unfortunate victim can only form short, basic sentences, before the

continuing internal decay renders them unable to speak at all, only issuing guttural moans as their body painfully deteriorates. In the final stages of infection, the plague renders the victim little more than a mobile incubator for the diseases of Nurgle. Their sickly moist breaths are filled with contagion, their contaminated bodily fluids seep from every orifice, and their diseased mind craves only one thing; the flesh of the living.

Since the Zombie Plague was first encountered on the world of Hydra Minoris in 757.M41, it has spread rapidly. Due to the extreme contagiousness of the virus, it has proven nearly impossible to stop or prevent. One infected person entering a ship can doom a dozen worlds to horrifying pandemics of undeath.

BEWARE THE PLAGUE

BE VIGILANT! KEEP A WATCH ON YOUR COMRADES AND FAMILY.



1. THE FIRST SYMPTOMS ARE HARD TO SPOT. THE SKIN BECOMES PALLID AND SICKLY. THE VICTIM BEGINS TO FEEL NAUSEA AND SEES SPOTS IN FRONT OF HIS EYES. SMALL OUTBREAKS OF GREEN SCABBING MAY OCCUR ALL OVER THE BODY.



3. LITTLE CAN DISGUISE THE TERRIBLE EFFECTS OF THE DISEASE NOW. THE PERFECTION OF THE HUMAN FACE IS MARRED BY SUNKEN CHEEKS, THIN LIPS, WHITE SKIN, ROTTING TEETH AND LARGE AREAS OF SEEPING PUS BUBBLES. NECROSIS SETS IN.

2. THE SKIN TIGHTENS, CAUSING VEINS TO STAND OUT. THE SCALP SHEDS HAIR AND SCABBING SPREADS ACROSS THE SKIN. THE VICTIM IS SURELY BEYOND HOPE. AT THIS STAGE THEY BECOME DANGEROUS!



4. THE FINAL STAGE IS TRULY HORRIBLE. NECROSIS CAUSES EXTREMITIES TO FALL OFF, VEINS BUBBLE UNDER PARCHMENT THIN SKIN, AND DEATH IS THE ONLY ESCAPE FROM THE TORMENT.



MAY THE EMPEROR WATCH OVER YOU



ZOMBIES

	M	WS	BS	S	T	W	A	Ld	Sv
Zombie	2D6"	5+	5+	3	3	1	1	4	7+

This unit contains 5 Zombies. Each model is armed with contagious breath and rotting teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Contagious breath	24"	Grenade 1	3	0	1	Plague Weapon (pg 13)
Rotting teeth	Melee	Melee	User	0	1	Plague Weapon (pg 13)

ABILITIES	Disgustingly Resilient (pg 13)	Shambling Horde: This unit cannot Advance or Charge. Instead, this unit can move into Engagement range of enemy units. If it does so, it is treated as if it is charging that unit, allowing them to fire Overwatch if they have the Counter Attack survival ability (see page 7). If this unit can still move within 1" of the enemy unit after sustaining Overwatch, then they are treated as having successfully charged.
	Infectious Attacks: Each time this unit makes a wound roll of 6+, that hit is resolved with an AP of -4.	
	Mindless: This unit never has to take Morale tests.	
	Curse of the Walking Dead: Each time an enemy INFANTRY model is slain by a Zombie in the Fight phase, add one model to the Zombie's unit.	Cannibalistic Frenzy: This unit consolidates 2D6" rather than 3".

FACTION KEYWORDS CHAOS, NURGLE

KEYWORDS INFANTRY, ZOMBIES



ZOMBIE AVIANS

	M	WS	BS	S	T	W	A	Ld	Sv
Zombie Avians	3D6"	5+	5+	2	2	3	4	4	-

This unit contains 3 Zombie Avians. Each model is armed with rotting talons and beaks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rotting talons and beaks	Melee	Melee	User	0	1	Plague Weapon (pg 13)

ABILITIES	Disgustingly Resilient (pg 13)	Mindless: This unit never has to take Morale tests.
	Epizootic Attacks: Each time this unit makes a wound roll of 6+, that hit is resolved with an AP of -2.	Dilapidated Flock: This unit cannot Advance or Charge. Instead, this unit can move into Engagement range of enemy units. If it does so, it is treated as if it is charging that unit, allowing them to fire Overwatch if they have the Counter Attack survival ability (see page 7). If this unit can still move within 1" of the enemy unit after sustaining Overwatch, then they are treated as having successfully charged.
	Feeding Frenzy: This unit consolidates 3D6" rather than 3".	
	Relentless Swarm: Enemy units within 1" of any Zombie Avians cannot Fall Back unless they can FLY.	

FACTION KEYWORDS CHAOS, NURGLE

KEYWORDS SWARM, FLY, ZOMBIE AVIANS



ZOMBIE CANINES

	M	WS	BS	S	T	W	A	Ld	Sv
Zombie Canines	3D6"	4+	5+	3	3	1	2	4	7+

This unit contains 5 Zombie Canines. Each model is armed with rotting claws and teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rotting claws and teeth	Melee	Melee	User	0	1	Plague Weapon (pg 13)

ABILITIES	
Disgustingly Resilient (pg 13)	Mindless: This unit never has to take Morale tests.
Infectious Attacks: Each time this unit makes a wound roll of 6+, that hit is resolved with an AP of -4.	Shambling Horde: This unit cannot Advance or Charge. Instead, this unit can move into Engagement range of enemy units. If it does so, it is treated as if it is charging that unit, allowing them to fire Overwatch if they have the Counter Attack survival ability (see page 7). If this unit can still move within 1" of the enemy unit after sustaining Overwatch, then they are treated as having successfully charged.
Feeding Frenzy: This unit consolidates 3D6" rather than 3".	

FACTION KEYWORDS CHAOS, NURGLE

KEYWORDS BEASTS, ZOMBIE CANINES



ZOMBIE OGRYNS

	M	WS	BS	S	T	W	A	Ld	Sv
Zombie Ogryns	2D6"	3+	4+	5	5	3	3	4	7+

This unit contains 3 Zombie Ogryns. Each model is armed with contagious breath, plague claws, and zombie bile.

Weapon	Range	Type	S	AP	D	Abilities
Contagious breath	24"	Grenade 1	3	0	1	Plague Weapon (pg 13)
Zombie bile	8"	Grenade D6	4	0	1	This weapon automatically hits its target. You can re-roll wound rolls of 1 for this weapon.
Plague claws	Melee	Melee	User	-1	D3	Plague Weapon (pg 13)

ABILITIES	
Disgustingly Resilient (pg 13)	Shower of Bile: Each time a Zombie Ogryn is slain in the Fight phase, nearby units are showered in zombie bile: roll a die for every unit that does not have the NURGLE keyword within 3". On a 4+, that unit suffers a mortal wound.
Avalanche of Muscle: Models in this unit can make one additional attack in the Fight phase in a turn in which they made a successful charge.	Shambling Horde: This unit cannot Advance or Charge. Instead, this unit can move into Engagement range of enemy units. If it does so, it is treated as if it is charging that unit, allowing them to fire Overwatch if they have the Counter Attack survival ability (see page 7). If this unit can still move within 1" of the enemy unit after sustaining Overwatch, then they are treated as having successfully charged.
Contagious Attacks: Each time this unit makes a wound roll of 6+, that hit is resolved with an AP of -5.	
Cannibalistic Frenzy: This unit consolidates 2D6" rather than 3".	

FACTION KEYWORDS CHAOS, NURGLE

KEYWORDS INFANTRY, ZOMBIE OGRYNS

CHIRURGEON 049

The origins of the entity known only as Chirurgeon 049 are a complete mystery. It was first discovered by Inquisitor Christine Yamata of the Ordo Sepulchrum on the feudal world of Godreleum in 832.M41. After fighting her way through the zombie-infested castle where it resided, Yamata discovered a robed and masked man busy working on a fresh corpse in a primitive laboratory. As she commanded him to stop, the corpse rose from the table, freshly zombified.

Intrigued, Inquisitor Yamata slew the resurrected corpse, before conversing with the entity. Describing itself as a medical man, the entity discussed with the Inquisitor at length about a hidden pestilence present on the world which it sought to cure; the cure apparently involving the zombification of the afflicted. After testing it for signs of corruption, Inquisitor Yamata commanded it to follow her, promising it that they would end this pestilence together.

A radical at heart, Inquisitor Yamata had always been interested in finding a way to use the Zombie Plague for the good of the Imperium: to create legions of Imperial Guardsmen who would feel no pain, would never become exhausted, and whose loyalty would never falter. However, her efforts to reverse-engineer the plague had always been frustrated by the complexities of the virus, as well as the suspicions of her more puritanical colleagues. Here, she had just met a man (or at least, something approximating a man) that could seemingly create zombies with little effort. After learning the entity had no name, she designated it Chirurgeon 049 and set it to work in one of her secret laboratories.

Provided with a multitude of subjects, both living and dead, Chirurgeon 049 created a veritable legion of undead in its efforts to combat the pestilence it constantly referred to. After years of research and experimentation with the Chirurgeon, the frustrated Inquisitor realized she was no closer to her objectives than she had been before. Despite its insistence that it had been refining its surgical process and improving upon its 'cure', the zombies she had stored in the laboratory were indistinguishable from the ones she had slain on Godreleum years prior. They couldn't use weapons,

couldn't follow orders, and had no practical purpose. When she explained her goals and pointed out the lack of progress to the entity, it gave her a nonchalant response before returning to its work.

Sensing that she was being taken advantage of, Inquisitor Yamata drew her bolt pistol on Chirurgeon 049. Stating that she had no patience for incompetence or manipulation, she explained that the entity had reached the end of its usefulness; she would have a trusted tech-priest biologist look over its work and continue refining the process in its stead. As she pronounced judgment upon it, Chirurgeon 049 quickly reached up and placed a gloved hand on her throat. Inquisitor Yamata's lifeless corpse fell like a puppet with her strings cut. Breathing a heavy sigh, Chirurgeon 049 left the laboratory. Although it had discovered much in its time with the Inquisitor, there was only so much one could learn in such a confined environment. True medicine, after all, is best practiced in the field.





CHIRURGEON 049

	M	WS	BS	S	T	W	A	Ld	Sv
Chirurgurgeon 049	6”	4+	4+	3	3	2	2	7	7+
Chirurgurgeon 049 is a single model armed with his touch of death. Only one of this model may be deployed on the battlefield at any given time.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Touch of death	Melee	Melee		*	*	*	This weapon always wounds on a 2+. If this weapon successfully rolls to wound, the target suffers a mortal wound.		
ABILITIES	Disgustingly Resilient (pg 13)					Spread the Cure: At the start of each of Chirurgurgeon 049's turns, deploy a unit of Zombies within 6” of it, placing them in between it and the closest enemy unit. If there is an enemy unit within 1” of Chirurgurgeon 049, place them as close to it as possible, but at least 1” away from enemy units. If these Zombies are destroyed, do not redeploy them as described on page 7.			
	Man of Medicine: At the start of each of its turns, Chirurgurgeon 049 regains 1 lost wound.								
	Secure and Contain: INQUISITION models can ignore the Look Out, Sir rule when targeting Chirurgurgeon 049.								
FACTION KEYWORDS	UNALIGNED								
KEYWORDS	CHARACTER, INFANTRY, CHIRURGURGEON 049								



VULGRAR THRICE-CURSED

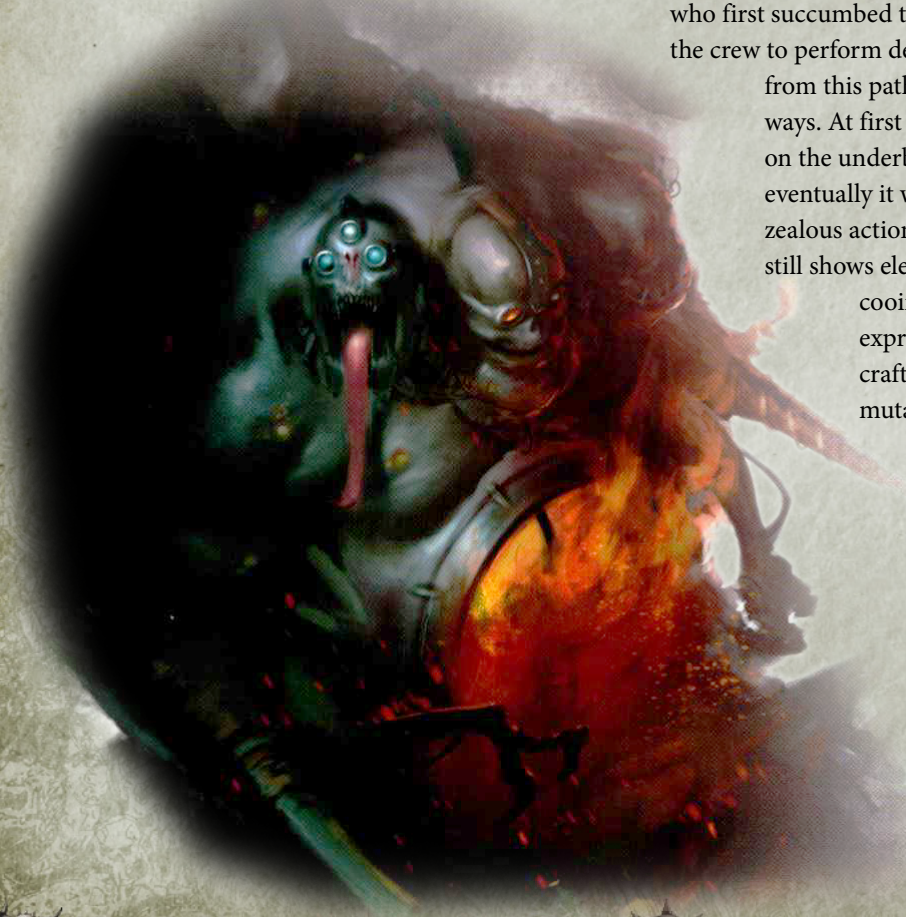
Amstein Vulg was once a strapping engine-master in command of the engine decks of the starship *New Dawn*, but the Gellerpox virus changed all that. Now he is a twisted lore, better known as Vulgrar Thrice-Cursed or simply 'Old Bolierguts'.

While the corrupted Gellar field generator bestowed many darksome gifts among the engine crew, none were granted more than Vulg. The engine-master swelled massively in size, his new form supported by bulging muscles and a dark, pulsing vitality. In a disturbing ceremony, the writhing bodies of his two first mates became absorbed within his own flesh, and thus did Vulg become the three-headed Vulgrar. Horrific to look upon, the Twisted Lord sprouted new limbs and developed an ability to skin-graft weapons into his body, merging man and machine with gruesome results.

Not all the crew of the *New Dawn* accepted their gifts willingly. In combat against such non-believers, Vulgrar proved more than a match for even the most veteran amongst them, his multiple weapon-tipped limbs pummeling and ripping apart any who dared oppose him. Yet Vulgrar saved his most dangerous weapon until he was confronted by two dozen Voids-men-at-Arms. Shrugging off lasgun fire, the Twisted Lord exposed his distended gut to reveal a raging fire burning within. His belly had become a disease-stoked furnace that was stoked by hatred. With a grunt, Vulgrar issued forth a gout of corrupting fire, an unnatural inferno that engulfed his enemies. None survived, and their blackened bones now help fuel the flickering flames that still burn within the Twisted Lord.

Vulgrar is a boisterous leader, looking after not only those mutants beneath him, but also the infected Gellar field generator that gifted him with his new abilities. It was he who first succumbed to its call, and who gathered others of the crew to perform debased rituals. Those that dissented

from this path were quickly shown the error of their ways. At first the Infected had been like a carbuncle on the underbelly of their host culture, but eventually it was they who ruled the ship. In all his zealous actions to grow his beloved cult, Vulgrar still shows elements of his old engine-master self – cooing over well-made mechanisms and expressing appreciation for the solid craftsmanship of the machines and mutations that surround him.





VULGRAR THRICE-CURSED

	M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Cursed	5"	3+	6+	5	5	5	4	9	6+

Vulgrar Thrice-Cursed is a single model armed with fleshripper claws and a belly-flamer. Only one of this model may be deployed on the battlefield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Belly-flamer	12"	Assault D6	4	0	1	This weapon automatically hits its target.
Fleshripper claws	Melee	Melee	+1	-2	2	-

ABILITIES

Disgustingly Resilient, No Mercy (pg 13)

Lord of Resentment: Re-roll hit rolls of 1 made for ZOMBIE units within 6" of Vulgrar Thrice-Cursed.

Bionic Abomination: Vulgrar Thrice-Cursed has a 5+ invulnerable save.

Horrific Visage: Subtract 1 from the Leadership characteristic of enemy units whilst they are within 6" of any models with this ability.

Insane Gibberings: Subtract 1 from Psychic tests taken for enemy PSYKERS whilst they are within 18" of Vulgrar Thrice-Cursed.

Fiery Demise: When Vulgrar Thrice-Cursed is slain, but before he is removed from the battlefield, roll a D6 for each unit within 6" of him; on a 4+, that unit suffers a mortal wound.

Designer's Note: While there are no rules in Forlorn Hope for the other Gellerpox Infected, players can use their models to represent other units in this book. Gellerpox Mutants make great Zombies, Nightmare Hulks are fantastic Zombie Ogryn models, and Mutoid Vermin can be used as Zombie Avians.

FACTION KEYWORDS

CHAOS, NURGLE, GELLERPOX INFECTED

KEYWORDS

CHARACTER, INFANTRY, TWISTED LORD, ZOMBIE LORD, VULGRAR THRICE-CURSED



THE PATRIARCH

Self-proclaimed father to the undead, the creature known to agents of the Ordo Sepulchrum as the Patriarch is a techno-organic menace whose coming has heralded the doom of many worlds. Heavily armed and writhing with countless mutations and diseases, the Patriarch is a nigh-unstoppable killing machine, perforating his foes with his rotor cannon before closing in to rip the survivors apart with his massive claws and tentacles. On the rare occasions when he appears to have been beaten, the Patriarch vanishes from sight, utilizing a defiled archeotech stealth system to hide and regenerate his wounds, before re-emerging from the shadows to wreak bloody vengeance on his foes.

Although little is known of the Patriarch's origins, the Ordo Sepulchrum has sifted through a veritable mountain of rumors, half-truths, and a few verifiable facts to establish a portrait of their hated foe. The man who would eventually become the Patriarch began life on the planet Orizantas as a tech-priest of the Adeptus Biologis known as Clamely. Regarded as a bit of an eccentric, even by the standards of the Cult Mechanicus, Clamely was shuffled around different

branches of the Adeptus Biologis, never really fitting in anywhere, his naked ambition always estranging his peers. This changed when he came to the attention of a Rogue Trader, who wanted Clamely to biologically enhance his soldiers in order to crush his rivals. Clamely agreed, and disappeared aboard his ship. His colleagues breathed a sigh of relief, believing they had seen the last of him.

When the Rogue Trader's vessel re-emerged from the warp above Orizantas, it was nearly unrecognizable. The once-pristine vessel was now covered with putrid growths, its vast interior given entirely over to the production of plague and undeath. Now calling himself the Patriarch, Clamely led a full-scale assault on his former home. Corrupted crewmen landed arvus lighters packed with ranks of the living dead all across the planet, leading to mass panic.

The Planetary Defense Force attempted to rally around the planetary governor's palace, but all for naught. Their last stronghold fell, conquered by the Patriarch and the twisted creatures that were once the Rogue Trader and his family.





5
POWER

THE PATRIARCH

	M	WS	BS	S	T	W	A	Ld	Sv
The Patriarch	6"	3+	3+	4	4	6	3	9	5+

The Patriarch is a single model armed with a compact missile launcher, a clamely-pattern rotor cannon, and tentacles and claws. Only one of this model may be deployed on the battlefield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Compact missile launcher	24"	Heavy 1	6	-2	D3	-
Clamely-pattern rotor cannon	24"	Heavy 4	4	0	1	-
Tentacles and claws	Melee	Melee	+2	0	2	-

ABILITIES	Disgustingly Resilient, No Mercy (pg 13)	Archeotech Stealth System: Models shooting at the Patriarch must subtract 1 from their hit rolls.
	Unholy Regeneration: At the start of every Zombie turn, the Patriarch regains D3 lost wounds.	

FACTION KEYWORDS	CHAOS, NURGLE, DARK MECHANICUS
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KEYWORDS	CHARACTER, INFANTRY, ZOMBIE LORD, THE PATRIARCH
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NEMESIS

Although the Death Guard chaos space marine legion are most infamous for spreading the zombie plague, they are not alone. Recently, the Dark Mechanicum has also taken an interest in the zombie plague, and it's applications in advancing their horrifying plans. When the hereteks of the Dark Mechanicum identify a forge world that is guarding coveted technology or a particularly troublesome magos, they will deploy agents to the planet, each equipped with a virulent strain of the zombie plague. Once the targeted world is caught in the throes of a zombie epidemic, they deploy the Nemesis to execute their plans.

The end result of heretical research and foul experimentation, the hulking monster known as Nemesis is one of the Dark Mechanicum's most sinister creations. Bred using forbidden gene-editing, stolen Astartes implants, and no fewer than seven different strains of the zombie plague, Nemesis is a biological machine, intelligent enough to use weapons and follow complex commands, but not enough to question orders.

Ignored by the zombified corpses of the worlds to which he is deployed, Nemesis takes advantage of the chaos to swiftly locate his target. The target's defenders, if any, are likely to already be at their limits dealing with the endless tides of zombies. Even if they aren't, nothing short of Kastelan War Robots have proven capable of stopping Nemesis. Armed with a variety of dangerous weaponry, he can dispatch most threats with ease before advancing to complete his objective.

In the event that those who stand between him and his target manage to actually kill Nemesis, they will discover that their nightmare is not yet over. Upon his death, the many warp-enhanced viruses coursing through his system begin reanimating his dead tissue. Embedded projectiles are pushed out of his body, bleeding wounds stitch themselves closed, and damaged organs regenerate. Before long, the enforcer of the Dark Mechanicum is back on his feet, ready to complete his objective once more.





NEMESIS

	M	WS	BS	S	T	W	A	Ld	Sv
Nemesis	6"	2+	2+	5	5	8	4	9	5+

Nemesis is a single model armed with a heavy flamer, a rotor cannon, an umbra-pattern missile launcher, and tentacles and fists. Only one of this model may be deployed on the battlefield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Rotor cannon	24"	Heavy 4	4	-1	2	-
Umbra-pattern missile launcher	24"	Heavy 1	8	-4	D6	-
Tentacles and fists	Melee	Melee	+2	-1	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 4+, the target suffers D3 mortal wounds.

ABILITIES	Disgustingly Resilient, No Mercy (pg 13) Hellforged Supplementum: Each time he shoots or fires Overwatch, Nemesis can only shoot one of his weapons. Unkillable: Every time Nemesis is removed as a casualty, place a counter to mark the spot where he 'died'. Roll a D6 at the start of each of the subsequent Zombie turns. If the result is a 4+, place him within 1" of the counter with D6 wounds restored. If Nemesis would be placed within 1" of another model, move him by the minimum possible distance so he is no longer within 1". Nemesis can act normally in a turn in which he 'resurrects'. Survival Teams cannot board the Escape Vehicle if Nemesis is alive on the battlefield.
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FACTION KEYWORDS	CHAOS, NURGLE, DARK MECHANICUS
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KEYWORDS	CHARACTER, INFANTRY, ZOMBIE LORD, NEMESIS
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TANKS

The gene-modded colonists of Paiphus Secundus were ill-prepared for invasion by the forces of Chaos when the Great Rift first opened in the skies above. Hosts of plague marines struck the miners with uncharacteristic speed, infecting those who fell with the zombie plague. The Planetary Defense Force, already lacking manpower, were further accosted with the mutilated faces of their wives and children, and were swiftly overrun. As the legions of Nurgle began to hunt out the last of the civilians in their mining tunnels, they were surprised to find a second force hiding in wait down below.

The Cult of the Twisted Helix had taken up residence among the colonists, and their loyal acolytes and neophytes fought valiantly alongside their genestealer and aberrant brothers. Despite early defeats, the cultists were able to drive off the zombie hordes, and the zombie plague seemed unable to affect the corpses of their aberrants. Before long however, the cult began to lose several key defenses. The survivors of these attacks spoke of a massive, hulking beast which ran through even the strongest of fortifications like a living sledgehammer. When it finally came to the core base of the

cult, one biophagus recognized a distinctive tattoo borne by the cult's Abominant. Slain when the zombies had first come, the Abominant's DNA had been thought incorruptible in the same manner as the aberrants. Instead, it appeared that the plague simply required a longer gestating period for the hulking beast.

The cult fought desperately, but their Patriarch was crushed by the new monster, which was simply referred to as a "tank." There was no place to which the remaining cultists could run, and the survivors were corrupted. Only a Grey Knight strike force was finally able to cleanse the planet of the plague and strike down the beast. The Grey Knights insist that no other beasts exist in the galaxy, but recent samples of this specific strain of the plague have discovered a horrifying new mutation. The Magi Biologus who've studied it found pieces and bits grossly similar to those used by the Genestealer Cults to create their horrifying Abominants. The probability of the mutation taking hold is difficult to determine – perhaps one in a thousand, perhaps one in a million – but the resultant "tank" is all but guaranteed.





TANK

	M	WS	BS	S	T	W	A	Ld	Sv
Tank	6"	3+	4+	6	6	8	4	5	7+

A Tank is a single model that attacks with thrown rocks and its brutish fists. Only one of this model may be deployed on the battlefield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Thrown rock	12"	Assault D3	5	0	D3	Every time a unit is hit by this weapon, subtract 1 from their Movement characteristic, Advance rolls, and Charge rolls until the beginning of the next Zombie turn.
Brutish fists	Melee	Melee	+4	-2	D3	-

ABILITIES	No Mercy (pg 13) Bestial Vigor: When inflicting damage on a Tank, reduce the Damage characteristic of the attack by 1 (to a minimum of 1). Bounding Leaps: A Tank can Advance and Charge in the same turn, and re-rolls failed Charge rolls. Unstoppable: Each time a Tank suffers a wound or mortal wound, roll a die; on a 4+, it does not lose that wound.
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FACTION KEYWORDS	CHAOS, NURGLE
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KEYWORDS	CHARACTER, INFANTRY, ZOMBIE LORD, TANK
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THE WIGHT KING

The champion of Nurgle known only as the Wight King is ancient beyond reckoning. His true name has been lost to history, but legends tell that he was once a king on a primitive world who slew untold thousands in a quest for dominance. But despite the infamy, wealth, and power he commanded, the king was not ageless. As he grew older, his lieutenants began bickering among one another, attempting to secure their positions upon the king's death. Bitter at the increasingly unstable state of his empire, the king realized there was but one solution to his predicament; he would conquer death itself. The king sent his greatest champions on a quest across the world, bidding them to search for anything that could prolong their lord's life.

As the years dragged on, the king's predicament appeared to be increasingly hopeless, until one of his champions returned with promising news. He had discovered a woman who lived deep in the frozen wastes to the north of his kingdom who it was said commanded power over life and death. Wasting no time, the king rode out to meet with the witch. Although the journey through the icy tundra was long and treacherous, the king rode on, eventually finding himself at the witch's hut.

The king entered the hut and found a wizened old woman tending to a foul-smelling pot. Forcing down his disgust, the king greeted the witch and made his proposal, telling her that he would meet any price she named. Peering at him through the pale-green vapors, the woman gave the king a toothless smile. She would grant him the immortality he desired, but only life could pay for life. He would have to spend the rest of his days killing others and offering their deaths up to her strange god. The king considered her offer for seven days, before finally giving her his assent.

When the king re-emerged from the barren wastes, he found his kingdom in turmoil. Assuming his death, his lieutenants and children had attempted to seize power, plunging the nation into civil war. Resolutely, the king retook command, executing all those who had started the war in his absence, and offering their souls to the Carrion God. He next turned his attentions beyond the borders of his empire, and began attacking every other nation his scouts could find, determined to gather more sacrifices to lengthen his life even further.

As the king's power grew, his body changed, his features becoming increasingly inhuman. His skin turned frost-white, and his eyes an icy blue. A frozen chill seemed to roll off his body, freezing any who were forced to be in his presence for long. This didn't bother him, as he found himself increasingly uninterested in the people around him. All that mattered was gathering more bodies for his sacrifices. As he conquered the last of his rivals, the king discovered that he could raise the dead, eliminating the problems of maintaining an army altogether. Realizing he no longer had any need of subjects or followers, he set about exterminating every living thing on the planet, offering them all to his Carrion God before resurrecting them to his service.

Decades later, a ship arrived in orbit above the planet, its chartist captain hoping to establish trade with the primitive locals. As the arvus lighters descended upon his frozen castle, the Wight King realized there were other worlds out there, filled with more lives to offer the Carrion God.





THE WIGHT KING

	M	WS	BS	S	T	W	A	Ld	Sv
The Wight King	6"	2+	2+	4	4	5	5	10	5+

The Wight King is a single model armed with the Winterblade and ice javelins. Only one of this model may be deployed on the battlefield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ice javelin	18"	Assault 1	8	-3	D6	-
Winterblade	Melee	Melee	User	-3	2	Add 1 to wound rolls made with this weapon.

ABILITIES	No Mercy (pg 13) Army of the Dead: If there is an enemy unit within 12" of the Wight King at the start of his turn, deploy a unit of Zombies within 6" of him, placing them in between him and the closest enemy unit. If there is an enemy unit within Engagement range of him, place them as close to him as possible, but at least 1" away from enemy units. If these Zombies are destroyed, do not redeploy them as described on page 7.	Iceborn: The Wight King has a 3+ invulnerable save. Additionally, whenever an enemy unit hits him but does not wound him in the Fight phase, roll a D6. On a 4+, the unit suffers a mortal wound. Winter is Here: Enemy units within 6" of the Wight King must subtract 2 from their Movement characteristic, Advance rolls, and Charge rolls (to a minimum of 1).
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PSYKER	The Wight King can attempt to manifest one power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the <i>Smite</i> psychic power.
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FACTION KEYWORDS	CHAOS, NURGLE
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KEYWORDS	CHARACTER, INFANTRY, PSYKER, ZOMBIE LORD, THE WIGHT KING
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TYPHUS

Typhus, Lord of Mortarion's First Plague Company and Host of the Destroyer Hive, is the most feared of all Plague Fleet commanders. From his ancient warship, the *Terminus Est*, Typhus spreads contagion and misery across the galaxy. That Typhus has been truly blessed by Nurgle is indisputable. When the Death Guard were adrift in the warp, dying from the Destroyer Plague, Typhus – then known as Calas Typhon, First Captain of the Legion – absorbed the full power of the disease, becoming a vessel for this ultimate corruption. Swelling in size, his skin and armor bonded. Great pestilential funnels grew from his body, spewing forth a miasma of destruction. Typhus had become the Host of the Destroyer Hive.

For ten thousand years he has been a blight upon Imperial worlds. He unleashed Nurgle's Rot upon Carandinis VII and Protheus, instigated the Jonah's World pandemic, and has killed millions with the Destroyer Hive. In the wake of Typhus' fleet a virulent plague spreads, causing its victims to suffer a long, agonizing demise. Those who fall to this warp disease do not stay dead, however; their bodies are soon reanimated by the Chaos infection, creating plague zombies whose bites carry the disease to new victims. Billions have died and been returned to undeath. Worse still, since the opening of the Great Rift the proliferating energies of Chaos have mutated countless strains of the original zombie plague. Boasting infection vectors as esoteric

as nightmares, groans of misery and the surrender to despair, they have created many new types of plague zombie to bedevil the Imperium, of which the most common by far are the leering, moaning Poxwalkers.

THE ORDO SEPULTURUM

A relatively new Ordo Minoris of the Inquisition, the Ordo Sepulchrum specializes in fighting weaponized diseases that plague the Imperium, most notably the various strains of the zombie plague.

The Ordo Sepulchrum was formed during the 13th Black Crusade in response to the Plague Fleet of Typhus, which was spreading the zombie plague throughout the worlds around the Eye of Terror at a terrifying pace. In the years since the opening of the Great Rift, the Ordo has grown substantially more active in response to the outbreaks of the zombie plague that now threaten the Imperium from one end of the galaxy to the other. Nevertheless, they remain a relatively minor ordo, scarcely a match for the challenges they face.





TYPHUS

	M	WS	BS	S	T	W	A	Ld	Sv
Typhus	4"	2+	2+	4	5	6	4	9	2+

Typhus is a single model armed with a master-crafted manreaper and the Destroyer Hive. Only one of this model may be deployed on the battlefield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Destroyer Hive	6"	Pistol 2D6	4	-3	1	This weapon always hits on a 5+ (even when firing Overwatch), regardless of any modifiers.
Master-crafted manreaper	Melee	Melee	+3	-3	3	Plague Weapon (pg 13)
Blight grenade	6"	Grenade D6	3	0	1	Plague Weapon (pg 13).

ABILITIES	Disgustingly Resilient (pg 13) Cataphractii Armor: Typhus has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far he Advances. Death to the False Emperor: Each time you roll a hit roll of 6+ for Typhus in the Fight phase, he can, if he was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	Nurgle's Gift: All ZOMBIES within 7" of Typhus are surrounded by a deadly aura of plague and disease. Roll a die for each enemy unit that is within 1" of any affected ZOMBIES at the start of your turn; on a 4+ that enemy unit suffers a mortal wound. Host of the Destroyer Hive: All ZOMBIES increase Strength and Toughness by 1 whilst they are within 7" of Typhus. This ability does not affect Typhus himself. Swarm of Flies: Typhus cannot be attacked in the Shooting or Psychic phase unless the attacking model is within 12" of him.
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PSYKER	Typhus can attempt to manifest one power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the <i>Smite</i> psychic power.
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FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD
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KEYWORDS	CHARACTER, INFANTRY, LORD OF CONTAGION, TERMINATOR, PSYKER, ZOMBIE LORD, TYPHUS
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HORTICULOUS SLIMUX

With a thump of his tumor-hardened foot upon the shell of his faithful mount, a snail-like creature known affectionately as Mulch, Horticultural Slimux rides to battle. It is not the quickest of charges, but what it lacks in speed it makes up for with sheer toxicity.

Horticultural Slimux has been Nurgle's head gardener since before time. A Herald of special powers, Horticultural has an eye for tending the diseased plant-growths so beloved by Nurgle. None knows better

when to deadhead a skullrose, divide up a witchspike shrub, or graft new tendrils together to make entire new flora. Indeed, if he had his way, Horticultural would spend all his time tending and pruning the endless vegetation fields around Nurgle's great manse. The Lord of Plagues, however, has other ideas.

Nurgle moves in cycles, and after seeing his Grand Cultivator at work in his garden for a time, the God of Decay senses the need for a change, and sends Horticultural into realspace to plant his seeds. There is none better at spreading the glorious

growths of the garden. Horticultural is a pragmatic and humorless being, and goes about his task – whatever it may be – with the same no-nonsense approach. He finds the uncontaminated regions of reality disturbing, and seeks to garnish them as quickly as possible with Nurgle's blessing, although he will grumble as he does so of his 'beauties back home', for he trusts no one to tend his prized plants in his absence. But no sooner has Horticultural set his grundleplough working than Nurgle grows restless again. He decides that now is not the time for planting, but instead the time for reaping. And so, hefting his rusty pair of pruning shears, Horticultural joins the Plague Legions for battle. Heads and limbs are snipped with the same precision and skill he shows when trimming down a bleeding marrowtree.

It is rare to see Horticultural alone, for he is almost always accompanied by bounding packs of Beasts of Nurgle. The creatures frolic in the slimy and poisonous wake left behind by the Grand Cultivator's squelching mount, and will respond to the Herald's call with unmatched enthusiasm. Horticultural tolerates the Beasts' antics, but the same cannot be said for Nurglings. When no Great Unclean Ones are watching, Horticultural has been known to feed the imps to Mulch. This foul diet ensures Mulch's bite is extremely toxic.





HORTICULOUS SLIMUX

	M	WS	BS	S	T	W	A	Ld	Sv
Horticultural Slimux	5"	2+	2+	5	6	9	4	8	4+
Beast of Nurgle	6"	3+	-	4	5	5	D6	7	6+

This unit contains Horticultural Slimux, who is armed with lopping shears and borne into battle by Mulch, which attacks with its acidic maw, and two Beasts of Nurgle, which each attack with their putrid appendages. Only one of this unit may be deployed on the battlefield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Horticultural Slimux						
Lopping shears	Melee	Melee	+1	-3	D3	You can re-roll failed wound rolls for this weapon.
Mulch						
Much's acid maw	Melee	Melee	7	-4	3	After Horticultural makes his close combat attacks, you can attack with Mulch. Make 1 additional attack, using this weapon profile.
Beasts of Nurgle						
Putrid appendages	Melee	Melee	User	0	2	You can re-roll failed wound rolls for this weapon.

ABILITIES (HORTICULOUS SLIMUX)	Disgustingly Resilient (pg 13)	Daemonic: This unit has a 5+ invulnerable save.
	Beast Handler: You can re-roll failed charge rolls for friendly units of Beasts of Nurgle that are within 6" of Horticultural Slimux. In addition, you can add 1 to all hit rolls made for friendly units of Beasts of Nurgle that are within 12" of Horticultural Slimux.	In Death There is Life: At the start of your turn, if any models (friend or foe) were slain during the last turn, one NURGLE DAEMON model within 7" of Horticultural Slimux regains 1 lost wound.
	Ploughed Slime Trail: Roll a D6 for each enemy unit that Falls Back within 1" of this unit; on a 4+ that unit suffers D3 mortal wounds.	Swarm of Flies: Horticultural Slimux cannot be attacked in the Shooting or Psychic phase unless the attacking model is within 12" of him.

ABILITIES (BEAST OF NURGLE)	Disgustingly Resilient (pg 13)	Daemonic: This unit has a 5+ invulnerable save.
	Attention Seeker: Beasts of Nurgle sometimes feel left out of the fun, and so bound forth to join in whenever they can. This unit can perform Heroic Interventions as if they were CHARACTERS . Deadly Slime Trail: Roll a D6 for each enemy unit that Falls Back within 1" of this unit; on a 4+ that unit suffers a mortal wound.	Loyal Pets: When this unit is set up on the battlefield, the Beasts of Nurgle are set up in unit coherency with it. From that point onwards, the Beasts of Nurgle are treated as a separate unit. If a Horticultural Slimux is within 3" of a friendly Beast of Nurgle and is wounded by an enemy attack, roll a D6. On a 2+ that wound is allocated to the Beast of Nurgle instead of the target, causing that Beast of Nurgle suffers a mortal wound instead of the normal damage.

FACTION KEYWORDS	CHAOS, NURGLE, DAEMON
KEYWORDS (HORTICULOUS SLIMUX)	CHARACTER, CAVALRY, HERALD OF NURGLE, PLAGUEBEARER, ZOMBIE LORD, HORTICULOUS SLIMUX
KEYWORDS (BEAST OF NURGLE)	BEAST, ZOMBIE, BEASTS OF NURGLE

ROTIGUS

The Great Unclean One known as Rotigus is the epitome of Nurgle's generosity and fecundity. None, save for the Lord of Decay himself, is more attuned to the woes of the world. In their despair, the most defiant of mortals vow to endeavor onwards, despite the utter hopelessness of their situation. Thus do the barren pray for fertility, the growers of crops plead for rain, the starving beg for sustenance. Rotigus listens to each supplication, and to those desperate enough to pledge anything in exchange for life, he promises salvation. And the Rainfather always delivers.

Humming merrily – for he enjoys his work – Rotigus lavishes his attentions upon those that beseech him. With their beasts gone sterile, the agri-world of Ullden stood upon the brink of ruin. When the animals began to breed once more, the citizens believed their prayers to an ancient fertility god had been answered. Only when the wretched beasts kept giving birth, covering the ground in mewling, mutated newborns that shrieked to the skies did they realize their doom. When their hydro-tech broke, the T'au Earth caste farmers of Dh'artan were so desperate for rain that they ignored protocol and gave in to the superstitions of the primitive tribes from whom they had usurped the planet. When the downpour first came it was welcome, but soon enough the entire planet became a fetid swamp rife with plague.

Rotigus manifests Nurgle's Deluge – a diseased storm that eternally hovers over him, drenching the Great Unclean One to his innermost folds as they wobble with thunderous laughter. Those foes that do not drown in the presence of Rotigus' generosity find themselves crushed by his massive bulk. As befits his giving personality, Rotigus has also been blessed with a fountain of plenty – the ability to vomit an endless stream of filth. A foul soup of brackish plague water, half-digested rotten flesh and the most acidic biles of the galaxy, the liquid can melt ceramite armor and cause ferrocrete to rot and crumble. Alarmingly, the projectile vomit issues not only from his gaping mouth, but also from his belly maw. Random toothed orifices open up all over Rotigus' voluminous body, snapping and retching septic fluids that seethe with contagion.

With such defenses, Rotigus feels no need to carry weapons. Instead he bears a gnarlrod, a branch from the hornbeam tree. Of all the strange and unusual plants within his master's garden, the hornbeam is Nurgle's favorite. In a constant cycle, the tree begins as a seed, sprouts, grows to maturity, sickens with disease, declines and dies in rapid fashion. Every time, its withered corpse sloughs away to reveal a seed from which the cycle begins again. With every rebirth comes a different disease that causes the hornbeam to die in some new and horrific way. The curled branch of Nurgle's beloved tree is a powerful symbol of favor, and the ensorcelled wood is rich in regenerative magic.





DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	S	A
Rotigus	*	2+	3+	*	7	18	*	10	6+	10-18+	7"	7	5
Rotigus is a single model that attacks with streams of brackish filth, a gnarlrod and a fanged maw. He is attended by Nurglings that attack with their claws and teeth. Only one of this model may be deployed on the battlefield.										5-9	5"	6	4
										1-4	3"	5	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rotigus						
Streams of brackish filth	7"	Assault 2D6	User	-3	1	This weapon automatically hits its target. You can re-roll failed wound rolls for this weapon.
Fanged maw	Melee	Melee	User	-1	1	Each time Rotigus fights, he can make D6 additional attacks with this weapon.
Gnarlrod	Melee	Melee	+1	-2	3	You can re-roll failed wound rolls for this weapon.
Nurglings						
Attendants' claws and teeth	Melee	Melee	2	0	1	Each time a model attended by Nurglings fights, it can make D6 additional attacks with this weapon. You can re-roll wound rolls of 1 for these attacks.
ABILITIES		Disgustingly Resilient (pg 13)			Daemonic: Rotigus has a 5+ invulnerable save.	
		Crushing Bulk: Roll a D6 at the end of your Charge phase if Rotigus made a successful charge during that phase; on a 4+ you can select one enemy unit within 1" of Rotigus to suffer a mortal wound.			Deluge of Nurgle: Each time Rotigus successfully manifests a psychic power with a Psychic test of 7 or more, the closest enemy unit to him suffers a mortal wound after the effects of the psychic power have been resolved.	
PSYKER		Rotigus can attempt to manifest one power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the <i>Smite</i> psychic power.				
FACTION KEYWORDS		CHAOS, NURGLE, DAEMON				
KEYWORDS		CHARACTER, MONSTER, PSYKER, GREAT UNCLE AN ONE, ZOMBIE LORD, ROTIGUS				

KU'GATH THE PLAGUEFATHER

Ku'Gath was once a Nurgling sitting upon the shoulder of Nurgle. Whilst Nurgle was mixing his most virulent toxin ever, Ku'Gath tumbled from his nesting place into the cauldron, where he took a great draught of the filthy contents and swelled with its power. Invigorated, Ku'Gath drank and drank until the cauldron was nearly empty and he had grown into a Great Unclean One. Nurgle laughed at the antics of his Nurgling, who had become the embodiment of the perfect disease that had been bubbling within the cauldron. Ku'Gath, however, realized that he had robbed his father of the greatest disease ever concocted; and has since been wandering the universe, searching for the perfect ingredients to recreate the toxin for Nurgle. He also captures those whom his diseases corrupt and take them back to his lair, where he can observe their degeneration more closely.

Unlike his fellow Great Unclean Ones, Ku'Gath is a somber creature. He is also studious and observant, all the better to create the perfect disease. He is pessimistic and prone to worrying, bemoaning Nurgle's plans as likely to fail. Unlike most Daemons of Nurgle he despises music, and violently demands that the twisted bands of the Plague God keep silent while around him.

Ku'Gath rides atop a palanquin carried by straining Nurglings, and loaded with the paraphernalia of his mobile laboratory. In battle, Ku'Gath uses the opportunity to conduct his field tests, unleashing clouds of spores and bacteria that could wipe out whole armies. The Nurglings that grow from Ku'Gath each carry a unique blend of the elements that had created him, and can be hurled at his enemies to produce various different infections.





KU'GATH THE PLAGUEFATHER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	S	A
Ku'Gath the Plaguefather	*	2+	2+	*	7	21	*	10	6+	14-21+	7"	7	7
Ku'Gath the Plaguefather is a single model armed with necrotic missiles, a plague flail, and a bilesword. Only one of this model may be deployed on the battlefield.										6-13	5"	6	6
										1-5	3"	5	5

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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Ku'Gath the Plaguefather

Necrotic missiles	24"	Heavy D6	*	-2	D3	This weapon wounds on a 4+.
Plague flail	7"	Assault 3	User	-3	2	This weapon can be fired within 1" of an enemy unit and can target enemy units within 1" of friendly units. Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the unit has been destroyed.
Bilesword	Melee	Melee	+1	-3	D6	This weapon always wounds on a 2+, unless it is targeting a model with the VEHICLE or TITANIC keywords, in which case it wounds normally. You can re-roll failed wound rolls for this weapon.

Nurglings

Attendants' claws and teeth	Melee	Melee	2	0	1	Each time a model attended by Nurglings fights, it can make D6 additional attacks with this weapon. You can re-roll wound rolls of 1 for these attacks.
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ABILITIES

Disgustingly Resilient (pg 13)

Aura of Decay: Roll a D6 for every enemy model within 1" of Ku'Gath the Plaguefather at the end of the Fight phase. On a roll of 5+, that model suffers a mortal wound.

Crushing Bulk: Roll a D6 at the end of your Charge phase if Ku'Gath made a successful charge during that phase; on a 4+ you can select one enemy unit within 1" of Ku'Gath to suffer a mortal wound.

Daemonic: Ku'Gath has a 5+ invulnerable save.

Putrid Offering: Ku'Gath the Plaguefather can use his bilesword to hook out a portion of his own rotting guts as an offering to Nurgle each time he attempts to manifest a psychic power. If it does so, he immediately suffers a mortal wound (which you may attempt to ignore due to being Disgustingly Resilient) before you take the Psychic test, but you can then add 1 to the result.

PSYKER

Ku'Gath the Plaguefather can attempt to manifest one power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* psychic power.

FACTION KEYWORDS

CHAOS, NURGLE, DAEMON

KEYWORDS

CHARACTER, MONSTER, PSYKER, GREAT UNCLEAN ONE, ZOMBIE LORD, KU'GATH THE PLAGUEFATHER



MORTARION

For ten thousand years, Mortarion, Lord of the Death Guard, has crushed his enemies upon the field of battle. Clad in the baroque armor known as the Barbaran Plate, swathed and cowed in moldering robes, Mortarion towers over even the mightiest of Humanity's champions. In one hand he wields the fearsome scythe known as Silence. In the other he carries the dreaded Lantern, an ancient xenos energy pistol so powerful that a single shot can sear through even Terminator plate. Surrounded by chittering Daemon mites, droning flies and noxious plague vapors, Mortarion swoops into battle upon vast, creaking wings. The thudding beat of these foul pinions fills the enemy with crawling dread, even as they waft the reek of death across their lines.

Mortarion is a grisly reaper whose every scythe swing sends enemies tumbling away with heads and limbs lopped off. Each blast of the Lantern turns enemies to drifting ash, while the noxious phosphex bombs that Mortarion hurls reduce their victims to bubbling bio-waste in seconds. To even stand in the presence of the Death Lord is lethal, opponents choking and collapsing as they succumb to the myriad plagues that churn the air around him.

If Mortarion were simply a rampaging monster, he would be terrifying enough. Yet despite how far he has fallen from the Emperor's grace, he is still a Primarch. Mortarion's intellect is towering, and his strategic acumen as an infantry general

remains undimmed. The Death Lord can read the shape of a battle at a glance, instantly determining the most direct route toward victory. He cares little for casualties, believing that his sons must always strive to prove their fortitude, and that victory belongs only to those with the strength to claim it. If Mortarion could be said to have a weakness, it is that contempt for his enemies sometimes leads him to underestimate the foe. Still, against the relentless, perfectly orchestrated onslaught of Mortarion and his Death Guard, it is a rare enemy that can stand for long.

When the Emperor came to Barbarus, Mortarion stood upon the cusp of his final victory against the charnel overlords. It was his life's struggle, yet the Emperor dismissed it as little more than an inconvenience, a footnote in the history of his Great Crusade. Worse, when Mortarion strove to slay the last of his cadaverous foes – the being that had once claimed him as a son – and could not endure his enemy's toxic lair, the Emperor smote the creature, saving the Primarch's life but earning his eternal bitterness and enmity. Perhaps it was in that moment that the seed of Mortarion's rebellion was planted. Whatever the case, Mortarion is driven still by his depthless hatred of the Emperor, a resentment so great that it drove him into Nurgle's festering clutches, and damned him and his Legion for all time.





MORTARION

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	A	HOST OF PLAGUES
Mortarion	*	2+	2+	8	7	18	*	10	3+	9-18+	12"	6	4+
Mortarion is a single model armed with Silence, the Lantern and phosphex bombs. He is attended by Nurglings that attack with their claws and teeth. Only one of this model may be deployed on the battlefield.										5-8	10"	5	5+
										1-4	8"	4	6+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mortarion						

The Lantern	18"	Pistol 1	8	-3	3	If you hit with this weapon, draw a straight line between the closest point of Mortarion's base and that of the closest model in the target unit. Make a single wound roll against the target unit and each unit the center of the line passes over.
Silence	When attacking with this weapon, choose one of the profiles below.					
- Reaping scythe	Melee	Melee	User	-2	1	Plague Weapon (pg 13). Make 3 hit rolls for each attack with this weapon instead of 1.
- Eviscerating blow	Melee	Melee	x2	-4	D6	Plague Weapon (pg 13)
Phosphex bombs	6"	Grenade 2D6	5	-1	1	-

Nurglings						
Attendants' claws and teeth	Melee	Melee	2	0	1	Each time a model attended by Nurglings fights, it can make D6 additional attacks with this weapon. You can re-roll wound rolls of 1 for these attacks.

ABILITIES	Disgustingly Resilient (pg 13)		Host of Plagues: Roll a dice for each enemy unit that is within 7" of Mortarion at the start of the Fight phase and consult Mortarion's damage chart; if the roll equals or exceeds the required value, the unit being rolled for suffers D3 mortal wounds.
	The Barbaran Plate: Mortarion has a 4+ invulnerable save.		
	Death to the False Emperor: Each time you roll a hit roll of 6+ for Mortarion in the Fight phase, he can, if he was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.		
	Toxic Presence: Enemy units within 7" of Mortarion must subtract 1 from their Toughness characteristic.		
	Putrid Demise: When Mortarion loses his last wound (after failing his Disgustingly Resilient roll), roll a die before removing the model from the battlefield; on a 4+ he explodes, showering all nearby in putrid filth and disease – each unit within 7" suffers D3 mortal wounds unless it has the NURGLE keyword.		

PSYKER	Mortarion can attempt to manifest one power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the <i>Smite</i> psychic power.
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FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD
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KEYWORDS	CHARACTER, MONSTER, DAEMON, PRIMARCH, PSYKER, FLY, ZOMBIE LORD, MORTARION
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WEAPON PROFILES

WEAPON PROFILES

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ash-pattern Chainsword	Melee	Melee	User	0	1	This weapon hits ZOMBIES on a 2+. If this weapon successfully hits a ZOMBIE model, it suffers a mortal wound instead of the listed Damage. If this weapon targets a non- ZOMBIE model, then each time the bearer fights, it can make one additional attack with this weapon.
Ash-pattern Shotgun	12"	Assault 2	3	0	1	This weapon hits ZOMBIES on a 2+. If this weapon successfully hits a ZOMBIE model, it suffers a mortal wound instead of the listed Damage. If this weapon targets a non- ZOMBIE model, then if the target is within half range, add 1 to this weapon's Strength.

